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Operation-Identification-Table: [OIT: every processor-operation gets an Oper.ID and an Oper.BitCode]
column: datatype...value-range meaning:

Operation ID (PK)	signed byte	-1..63	bit of the Operation BitCode - see table below.
Operation BitCode (FK)	number	0..2 ¹²⁸ -1	2*Operation ID - see table below.
Operation Type	char(5)	5 Bytes	5 characters-code of the operation-type, see Fig.4c
Operation Mnemonic	char(5)	5 Bytes	abbreviation of the operation - see table below.
Operation Description	varchar2(32)	≤32 Bytes	optional description of the operation - see table below

Fig.4a

Operation ID	Operation BitCode	Operation Type	Op.Mnemonic	Operation Description
-1	0	???	unknown operation
0	1	.I11?	TST	set flags in dependence of reg.(-ref.)
1	2	.I12!	NEG	negation amount
2	4	.I12!	NOT	bitwise inversion
3	8	:I02	MOVI	const.integer→register(-reference)
4	16	:I12+	ADDI	add constant integer
5	32	:I12-	SUBI	subtract constant integer
6	64	:I13*	MULI	multiply constant integer
7	128	:I23/	DIVI	divide by constant integer
8	256	:I13%	MODI	rest of integer-division
9	512	:I12*	SHLI	integer-times a duplication
10	1.024	:I12/	SHRI	integer-times a halvation
11	2.048	:I12	ORI	set bits set in a constant integer
12	4.096	:I12&	ANDI	clear bits not set in a const. integer
13	8.192	:I12?	BTSTI	check if int-th bit is set in reg.(-ref.)
14	16.384	:I12?	CMPI	reg.(-ref.)-comparison with integer
15	32.768	II22	MOV	move src.-reg.(ref.)→dest.reg(ref.)
16	65.536	II22+	ADD	addition of register(-reference)
17	131.072	II22-	SUB	subtraction of register(-reference)
18	262.144	II23*	MUL	multiplication of register(-reference)
19	524.288	II33/	DIV	division by register(-reference)
20	1.048.576	II33%	MOD	rest of division by register(-ref.)
21	2.097.152	II22*	SHL	register(-ref.)-times a duplication
22	4.194.304	II22/	SHR	register(-ref.)-times a halvation
23	8.388.608	II22	OR	set bits set in of register(-reference)
24	16.777.216	II22&	AND	clear bits not set in register(-ref.)
25	33.554.432	II21?	BTST	check if reg.(-ref.)-th bit is set
26	67.108.864	II21?	CMP	compare reg.(-ref.)1 with reg.(-ref.)2
27	134.217.728	:P00.	JMP	add integer to PC _μ /EIP _π (=jump to)
28	268.435.456	CP1.<	JLT	jump if CMP <
29	536.870.912	CP1!>	JLE	jump if CMP ≤
30	1.073.741.824	CP1.=	JEQ	jump if CMP =
31	2.147.483.648	CP1!<	JGE	jump if CMP ≥
32	4.294.967.296	CP1!=	JNE	jump if CMP ≠
33	\$2.0000.0000	CP1.>	JGT	jump if CMP >
34	\$4.0000.0000	CP1!<	JPL	jump if ≥ 0
35	\$8.0000.0000	CP1.<	JMI	jump if < 0
36	\$10.0000.0000	CP1.^	JCS	jump if carry-flag is set
37	\$20.0000.0000	CP1!^	JCC	jump if carry-flag is clear
38	\$40.0000.0000	CP1.~	JVS	jump if overflow is set
39	\$80.0000.0000	CP1!~	JVC	jump if overflow is clear
40	\$100.0000.0000	CP2.<	DJMP	decrement and jump if reg.(-ref.) < 0
41	\$200.0000.0000	PS1..	CALL	PC _μ /EIP _π →-(USP _μ /ESP _π) ; + JUMP
42	\$400.0000.0000	SP11.	RET	(USP _μ /ESP _π) + →PC _μ /EIP _π
43	\$800.0000.0000	.I???	I???	unknown integer-operation
44	\$1000.0000.0000	.F???	F???	unknown floating-point-operation